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Yasuo Hidaka, Hanpei Koike, Hidehiko Tanaka

May 1993 **ACM SIGARCH Computer Architecture News, Proceedings of the 20th annual international symposium on Computer architecture ISCA '93**, Volume 21 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.12 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Multi-threading is often used to compile logic and functional languages, and implement parallel C libraries. Fine-grain multi-threading requires rapid context switching, which can be slow on architectures with register windows. In past, researchers have either proposed